

KONAMI SOFTWARE CLUB

MONTHLY NEWSLETTER

DECEMBER 1987

Issue No. 5

Editorial

Welcome to the latest fun packed issue of the KSC newsletter. Being the Christmas newsletter, we've filled it with as many goodies as possible, with some excellent new products reviewed, and two great competitions!

This year has brought Konami forward in the software industry, with a couple of great titles being released on the three major machines, as well as some quite superb MSX cartridges. What does the new year hold in store for Konami?

Next year will see the release of Konami's very own joystick, which will be compatible with all Atari-standard stick interfaces, the joystick, *Hyper Speed*, is being developed by Creative Devices Research. *Hyper Speed*'s design allows the user to comfortably hold it either in the hand or on the table. MSX owners will also be interested to learn that the joystick has two independent fire buttons, for use on games such as *Nemesis*. Hopefully that will stop all the whining about looking for the 'M' key when you die—Retail price will be around £14.95, and *Hyper Speed* will be available early in the New Year.

MSX owners are certainly going to have a happy new year with no less than eight titles scheduled for the first half of 1988. As mentioned last issue, one of these will be a conversion of the classic arcade game, *Salamander*. Having taken a brief look through the MSX storyline, it looks like all of the features will be included, such as a two player mode, and a whole lot more! Certainly one game not to be missed. Other titles are to include *Shalom*, another game in the immortal *Knightmare* trilogy; a new Gamesmaster cartridge, which sounds very exciting; *Gryzor*, for the MSX2 only, and a conversion of the thrilling arcade game, and *Breakshot*, again for the MSX2 only, and the follow up to *Billiards* that appeared for the MSX1 some time ago. Another title may well include 3-D glasses and a light gun (MSX1), whilst two other titles are being considered for the MSX2! Phew!

Staying with the MSX brings me to some of the best news since I was told about *Salamander*. It appears that Konami are to become involved with MSX2 hardware! No firm commitments have been made yet, but you can rely on us to bring you news as soon as we get it. Do you really need to read anything else?!

More Japanese antics next year, with Konami releasing a number of titles for the Nintendo games console. There are already a number of Konami-Nintendo cartridges in America, including *Top Gun*, *Nemesis*, *Goonies 2*, *Rush 'n' Attack* (*Green Beret*) and *Double Dribble* (*Basketball*), and Konami are hoping to bring as many titles as possible across the Atlantic. Having seen the graphics on the games, which make the Sega system look silly, it certainly looks a bright future for the Nintendo!

What isn't certain yet is the titles that Konami are to release on the three eight bit machines. Some delays have already taken place, such as the Commodore version of *Jackal*, which won't be out until January, whilst the same machine won't see *Salamander* until March!! Likewise, Amstrad owners won't see *Iron Horse* until January, so Konami are understandably reluctant to name any more products until the others have been released.

Owners of the Atari ST and Amiga computers will also have to wait for news of any products from Konami, although we can reveal that Ocean intend to release Konami related games on 16 Bit machines. Ocean also have the rights to three more Konami arcade games, although the actual titles are yet to be disclosed.

Einstein users are to have an overwhelming amount of software coming their way shortly, courtesy of Konami. The titles will begin with the older MSX games, and quickly advance to the latest stuff such as *Nemesis*. You had better believe us when we say that these games promise to be quite amazing!

All in all, 1988 looks set to boost Konami even more to the forefront of the software industry. And with all of the usual arcade classics being released, it looks set to become a very promising year too!

Down to Devon in Forty Minutes!

Such was the enthusiasm of one KSC member for *Nemesis 2* that he decided that he couldn't wait for the post. Instead, he got a train from Kent, where he lives, down to Torquay and to a mail order firm called Nightdare, and bought the game on the spot. With the train fare, he probably knocked up the most expensive P&P ever!!!

When the chips are down ...

In the light of the recent, unwarranted bad publicity aimed at the high street stores, we are rather pleased to be able to report on a very kind incident that happened last month. We had some very important screen shots to take of *Iron Horse* on the CBM 64, and, with just one day to process them, our Commodore 128 decided to go on strike. With no other machines available, we were at a loss, and even started to panic, until somebody suggested asking the local Dixons store if we could borrow theirs. Amid shouts of 'Shut Up' and 'Sack 'im', our resident photographer went down to Dixons, and, lo and behold, they agreed! We even let them borrow our 128 in return (but forgot to tell them that it didn't work!). No payment was requested, and we were able to finish our work within the deadline. Just shows that you shouldn't believe everything that you read in some of the rather daft computer magazines.

Just one final note — don't all rush round to Dixons asking to borrow all of their hi fi equipment! This was a very kind, one off gesture, under special circumstances.

Kwik tips

Kwik Tips is a new regular article for Konami games players, giving you cheats and hints on how to win. All of your submissions will be appreciated, and probably used. Bestowing your knowledge will also lead to some deserved fame too!

Meanwhile, try the following passwords on *FT Spirit*. And remember who gave them to you first...

'HYPEROFF' This allows you to automatically complete pitstops in the minimum time possible.

'ESCON' If you're easily annoyed by crashing then this password will allow you to quit the current race by pressing F5. Those easily annoyed by friends pushing F5 can cancel this by typing 'ESCOFF'.

'MAXPOINT' Anyone having problems qualifying for races can use this password to race on any track. The Gamesmaster cart-ridge will have the same effect.

A lot of *Penguin Adventure* fanatics still seem to have a problem finding warp holes. There are two ways to locate them — either down the holes that appear at the following distances.

LEVEL	HOLE DISTANCE
ONE	237
SIX	145
NINE	335

There are even more on subsequent levels — can anyone find them?

Some more tips on *Penguin Adventure* came from Kendal May who resides in Kent (someone's got to!). On level 4, move to the right so that you're in line with the fish holes. Without moving to either side, jump over these holes and soon the bonus wings appear!

There's more for the MSX in the shape of *Nemesis*. The fourth bonus screen can be found at the end of level seven. Slip between the 'eye' and the top 'stalk' of the monster at the end, and off to the cheat stage you go!

There has been an overwhelming amount of letters concerning tips on *The Maze Of Galious*, most notably from Graham Mann, Chris Webb and Mark Allen. Anyone with spell problems should thank them!

World Number	Spell	Most Useful Weapon
One	YOMAR	Arrows
Two	ELOHIM	Arrows
Three	HAHAKLA	Fire
Four	BARACHET	Mines
Five	HEDTYMED	Arrows
Six	LEPHA	Fire/Bible
Seven	NAWABRA	Ceramic Arrows
Eight	ASCHER	Rolling fire
Nine	XYMOLEH	Ceramic Arrows
Ten	HAMALECH	Arrow/Cross

That's just about it for this month. Maybe a little MSX orientated, but we can only print tips for other machines if we receive them from you. You know the address — start writing!

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Letters to the Editor

Dear Editor,

After joining the club, and receiving the second and third newsletters, I was very impressed, especially with the amount dedicated to the MSX. The only thing wrong, I feel, is that there aren't any screen shots. Oh well, we can't have it all!

There are quite a few questions I have to ask you, the first few concerning *Nemesis 2*, which I bought recently. It is an exceptionally good game, although, I feel, a little hard. First, which levels are the dragons on? 2. How do I defeat the third mothership, and, finally, is there an easy way to dodge the homing mines?

My next question is about *FT Spirit*. What's it about, how much is it and is it released yet?

Will you be releasing *Gryzor* on the MSX, as I think it would be excellent on the new mega-roms. Also please, please please convert *WEC-Le Mans* onto a mega rom with the new sound chip! Finally, will you be releasing any of the games available on the other formats on the MSX, i.e. *Jackal*, *Salamander* or *Iron Horse*.

Hoping that you will print this, I'll be disappointed if you don't.

A. Bignell,
Wokingham

I'd just hate to disappoint anybody too! Concerning *Nemesis 2*: 1) The review version was a prototype copy, and in the end the dragons were taken out. Sorry about that! 2) Shoot it! Actually, it's not a matter of how, it's really a matter of perseverance. Just keep at it! 3) No. *FT Spirit* was reviewed last issue, and the rrp is £19.95.

Gryzor is being released on the MSX but only the second generation will take it! *WEC Le Mans*? Who knows?! *Salamander* is to be converted, but that's the only one so far. See the Editorial for more info.

Dear Editor,

I can't say how much I liked the first newsletter because I did not get it (I do the jokes, OK?!) — Ed! However, the second and third newsletters were great, especially the *Nemesis* tips. Only one snag — I ain't got *Nemesis*!

I agree with the people who sent in letters for the third edition, who said that they want screen shots and colour. However, when I sent in my cheque it said that there were going to be a load of reviews on all the games coming out by Konami, not any letters that have been sent in (although some are interesting) but overall the newsletters are good.

Lee Stanford,
York

Glad you like our club so far. Personally, I think that the letters are an important part of the KSC, as you can tell us and others what your feelings are on games and Konami in general. And, as you said, some of them are pretty interesting!

Dear Editor,

As an MSX fan, I was sad when *MSX Computing* went out of circulation. From your comments on page 2 of your October newsletter, it would appear that there are some more MSX magazines about. As I have not seen any in the shops, I would be grateful if you could print the addresses so that I can contact them myself.

Keep up the good work on your newsletter which I always enjoy.
J. Webb,
Yately.

Dear Editor,

In issue three of the KSC newsletter, you mentioned a new magazine called *MSX Tech*. Could you please give me more information on it, such as the address?
Andrew Wong,
Wales.

No problem! In fact, we mentioned three magazines in the third issue, MSX Tech, MSX Link and MSX Central.

MSX Tech, like all of the others, is a photocopied magazine, and a very good one at that. A good balance between gaming and technical information, and is of use to all MSXers. The address for more information is MSX Tech, c/o Jeff Whiting, 8 Blackheath Crescent, Bradwell Common, Milton Keynes, MK13 8AD. It's a monthly magazine, and can either be bought separately or you can subscribe for a year.

MSX Central is quite a jovial newsletter, nicely presented using Anglosoft's Print Express (as is MSX Tech), and with a lot of information and reviews. Only a quarterly newsletter, but well worth checking out! Write to David Krawczyk, 14 The Wardens Avenue, Attlesley Village, Coventry, CV5 9GJ.

MSX Link has two different newsletters (don't ask why!), a Scottish one and an English one. You can join both, at a hefty £8, but if you want only one try the Scot's version, which is far superior in presentation, spelling, punctuation and articles (but that's only my opinion). The addresses are: MSX Link (England), c/o David Webb, 11 Ayscough Avenue, Spalding, Lincs, PE11 2QB. MSX Link Scotland can be found at North Lodge, Cairhill Road, Airdrie, Lanarkshire, Scotland, ML6 9RJ, c/o Craig Bell. All enquiries should include a S.A.E.

Send your brick bats or bouquets to:

The Editor,
Konami Software Club,
Bank Buildings,
Bank Street,
Newton Abbot,
Devon,
TQ12 2JL.

Konami Helpline

The Konami Helpline is here for you to use so that you can ask us questions about your favourite games. We should be able to give you a helping hand for most games that will set you on your way again.

We will also be answering any queries that you have about the Konami Software Club, and letting you know about forthcoming releases on all machines. You can also find out all about the new titles by phoning after five and listening to the Helpline Hotline.

Tel: 0626 56789

Combat School Arcade Review

Hup, two, three, get ready to spin those balls, men, in this thrilling arcade game from Coin-op Kings, Konami!

In *Combat School* you have to attempt seven gruelling tasks in order to complete your training as an army cadet. You have to guide either Joe or Nick through the events, 'qualifying' for the next by either beating the clock, or accumulating enough points to be allowed to continue.

The first task is the assault course. Run, jump, fall, crack head on ground, start again! Quite a tough event on hand at first, and very competitive in two player mode!

Next on the agenda isn't so much a muscle-wrecker, more a skill tester. This is the first shooting range, where you have to shoot as many targets as possible in a time limit. You also have to shoot a pre-specified amount, which is really only possible with a lot of practice.

Another assault course comes next, although this time you're looking from above. You have to work your way across a terrain of rocks, marsh and bridges, before finally taking a dive into a lake. Swimming isn't too difficult, just a little slow. Halfway along you can get into a boat, and paddle you must if you want to complete it. Definitely a gruelling test, and only the toughest will survive.

The second firing range features after the Iron Man assault course. This is just plain fun, though, with your guy having to blast all of the tanks that are travelling towards him. Why is it so easy? Shooting dust would be easy with a sub-machine gun!!!!

Arm wrestling is really just a way of gaining points as you are not disqualified if you don't win. It's also a pretty funny event —most people's faces go Arsenal red when playing this!

The next event, firing range III, is well 'ard, as less educated people would say ('ello Mumt!). It's basically the same as the second event, except that if you shot the faced targets then you pause temporarily, and the normal targets disappear! Very difficult at first, and it can be a little frustrating, but it does help make *Combat School* all that more addictive.

Finally you've got to fight your instructor. Probably the hardest and most complicated event, with a variety of moves and kicks at your disposal.

Half the beauty of *Combat School* is the trackball used for movement. I can honestly say that I had blisters after just a few frantic games. All of the events require a different action with the ball, and precise timing with the jump button features in each game.

The graphics in *Combat School* are outstanding. Cool animation, detailed backgrounds, fabulously crisp and colourful characters, and beautifully realistic parallax scrolling are all involved, along with some excellent portraits too.

Sampled voices and unbelievable sound effects are included and help *Combat School* rise above the rest of the finger-pumping, heart-thumping arcade games.

Playability might be totally exhausting, but it's still absolutely great fun! In two player mode, *Combat School* takes on a whole new meaning. You can't stop playing it, even with those blisters. This is arcade action at its fastest, furious, and utmost best!!

Latest Release

Title: *Metal Gear*

Machine: MSX2

Price: £19.95

Format: 1 mega-bit cartridge

By my reckoning, I have seen a lot of games in my time, some good, some not so good. But never before have I come across a game that is so polished and exhilarating that it has kept me up into the early hours just so that I can progress a little further. *Metal Gear*, the latest MSX2 game from Konami, is that game.

'Outer Heaven' is the name of a heavily armed land in the depths of South Africa, where a dreadful weapon, called Metal Gear, is being developed. This world-shattering device will be used to hold the world to ransom unless somebody can halt its progress. An attack by a whole army would only cause chaos and ruin any chance of world survival. Instead, Solid Snake, a highly trained member of the secret army, 'Fox Hound', has been chosen to solely creep into Outer Heaven, and find and destroy Metal Gear.

Taking that role of Solid Snake will lead you into the most realistic and absorbing game yet to grace the MSX. From the very start, when you emerge from the river surrounding the first of many fortresses, and realise that there is no turning back, you will be totally hooked.

At the start you will have nothing but a packet of cigarettes (I got through twenty in the first ten minutes of play!), plus a radio that will allow you to contact 'Big Boss'. You will be called up at different intervals in the game by Big Boss, who will give you various clues. It's also possible to call him, and various other people on different frequencies, if you get stuck.

Each fortress, or building, is heavily guarded, normally with at least two soldiers in each location. It's possible to slip past them when their backs are turned, but if they do glance round and notice you then all hell is let loose (as well as an onslaught of enemy guards!). With only your lists for protection (at first), you won't even have time to pray before you hit the floor!

The playing area is vast, and the number of items that are there for the taking is enormous. On the first few screens you will find rations, binoculars, and a card, which all have separate uses. For example, by choosing the binoculars on the items screen (F3), you can peer at what is on adjacent screens. The card (the first out of eight!) is for opening doors, whilst the rations help restore energy.

Probably the next item that I found was the hand gun. Great, I thought, I wonder how these guys will take to a hole in the head. All that came from the gun, though, was a clicking noise and an embarrassed player. I suddenly realised that a round or two of ammunition might help!

Metal Gear involves a lot of exploration and thought, but there's a lot of interactive action too. Once I stumbled, half dying into what looked like a normal room, when I was suddenly spotted by an enemy soldier, who rushed over to a door, flipped a switch and electrified the floor!! Whilst on-lookers muffled their laughter with my fist, of Solid Snake was reduced to a heap of ash! Another time, my character leapt out of a lift, and rushed down a small passageway, when an abrupt siren rang out, and I was beaten to a pulp by a horde of big, burly men. How was I supposed to notice the moving security cameras?

The secret behind *Metal Gear* is to be able to find and realise the use of the items and weapons. The visor may not seem to do anything except change the colour of the graphics, but it will also show up the otherwise invisible infrared sensors! Likewise, the enemy uniform won't have much of an effect on the way that your character looks, but it will get you past enemy lines.

Playability in *Metal Gear*, as already noted, is second to none. The atmosphere created is so tense that you'll feel every knock that Solid Snake takes, and duck every time he creeps past a security camera. The items available seem endless, and the whole game is just wonderful.

You get a birds eye view graphically, which helps to generate an even more powerful game. The sprites and backgrounds are a delight to behold, and each of the many rooms are different. Only the stiff animation mars what are arcade quality graphics.

The music tends to grate a little, but the effects are truly excellent. Gun firing, grenade explosions and security alarms are just some of the many brilliant sound effects.

I can't say enough about *Metal Gear*, it's just so good. You have not lived until you play it —it's not only a game, it's an experience.

MSX Competition!!

The festive season is on us yet again, full of mistletoe and merry song (by drunk louts!), wine and luscious... presents (?). Because we're a kind and thoughtful lot (sometimes), we have accumulated some great prizes to be won too!

We have twenty copies of *F1 Spirit* to give away, which is one of the best racing games currently available. With over twenty tracks, six types of races and gorgeous graphics and tunes, it's one game not to be missed!

But that's not all. The first three correct answers pulled out of the hat (well, cardboard box) will also win for themselves an extra cartridge of their choice and a wonderful T-Shirt. From *Super Cobra* to *Nemesis 2*, they're all available! Worra prize!

All that you have to do is answer the three easy questions below. Then send your entries to the Konami Software Club, not forgetting to include your name, address, membership number, T-shirt size and cartridge choice!

The questions...

- 1) How many K-bytes are held in a mega-bit cartridge?
- 2) How many voices are held in the sound creative chip (excluding the MSX sound chip itself)?
- 3) How many Konami cartridges, including *F1 Spirit*, have used the SCC and mega-bit chip?

MSX Competition,
Konami Software Club,
Bank Buildings,
Bank Street,
Newton Abbot,
Devon,
TQ12 2JL

Closing date for entries is 15th January.

Next Issue

**Combat School on the Spectrum
Treasure of Usas on the MSX2
Einstein Games -
what, where, how, and when.
Yet more competitions
Plus all the regulars**

Title: Salamander
Machine: Spectrum
Format: Cassette
Price: £7.95

Finally Spectrum users are able to play the most spectacular shoot 'em up of all time. But, with so much good competition in this area, how does *Salamander* shape up?

The idea is to defeat the evil regime of *Salamander* in order to save the planets that are desperate to be freed from a cruel slavery. You have to fight your way through four levels of wave upon wave of alien attack, dodging grabbing hands and thrusting tusks, finally defeating the demon that lingers at the end of each stage. Certainly not my idea of a quiet drive in the country!

If you manage to wipe out a whole wave of aliens, then you will be rewarded with a weapon. Ripple laser and the shield are unfortunately not included, but it's still possible to get two multiples, laser and up and down missiles.

As in the arcades, the scrolling alternates from horizontal to vertical as you complete each level. An interesting twist which will cause even experienced players a little trouble!

Mentioning the scrolling brings me to a very commendable point; the graphics. The smooth scrolling really brings the game into a class of its own I found it hard to believe at first! The sprites are also excellent, with some of the best animation I've ever seen on the Spectrum. Attention to detail has also been recognised, with pulsing multiples and disintegrating hands. The backgrounds too are of a very high quality — a lot of colour is on screen, but not so much that it becomes messy.

Even the sound on *Salamander* is good. If a little unusual. The tunes are good, and the effects are really exceptional, and very weird.

Salamander really shines through when playing it. Fast sprites and responsive controls help, and, unlike *Nemesis*, the sprite collision routine is effective enough to let you miss aliens by a claw clipping. A lot of features have been incorporated into the game too, such as the brain, which can only be shot in the eye, and the bulbous clouds which expand when hit.

A good degree of difficulty has also been interpreted into the game, allowing novices and experts alike the chance to see a bit of the game's offerings without it being so easy that you'll complete it within a day or so.

This certainly is one of the best games to be found on the Spectrum, even though all of the arcade features haven't been included. The playability of the game really is exceptional. Even the absence of the two player mode doesn't ruin it. A worthwhile game to buy if you're not selling your Spectrum this week!

STOP PRESS.....STOP PRESS.....STOP PRESS..

Re: Combat School Re: Combat School Re:

If you thought that the Spectrum was past it, then wait until you see *Combat School* and then think again! We've just received our review copy, and it's simply magic. Brilliant two way scrolling, fantastic graphics, colourful backdrops, cute sprites and the full two player option are all in the finished version. For more information on the arcade game, take a look at the review in this issue. We'll also be including a review of the Spectrum game in next month's newsletter.

STOP PRESS.....STOP PRESS.....STOP PRESS..

Konami Merchandise

For the ultimate present at Christmas time, why not get Mum or Dad to buy you one of our fabulous T-Shirts. There are six dynamic designs to choose from, including *Salamander*, *Combat School*, *Jackal*, *Gryzor*, *Iron Horse* and *The Maze of Galious*. The price is a mere £4.95 for club members (including P&P), and £5.95 for non-subscribers.

Orders should be sent to:

W&V Supplies,
Bank Buildings,
Bank Street,
Newton Abbot,
TQ12 2JL.

Chest measurements in inches please. Access/Barclaycard are accepted. Cheques and postal orders should be made payable to 'W & V Supplies'. Please allow 28 days for delivery.

Overseas customers please note: Payment can only be accepted in sterling drawn on a British bank, International Money order, or Access/Barclaycard. Also, please add £1.05 to the price for Europe, Middle and Far East £3.05. All orders despatched by airmail **ONLY**.

Salamander Competition

As I've mentioned before, we're really quite a kind lot, and we'd hate to leave anybody out of the Christmas/New Year celebrations. Because of that, we've organised yet another competition, this time for Spectrum, Commodore and Amstrad owners!

We have sixty copies of *Salamander* to give away, twenty on each format. For those of you who've been living on a desert island (no, not the Isle of Wight!) for the past two years, *Salamander* is the game to play! It's got it all — gorgeous graphics, superb sprites, marvellous music and perfect playability. It's a game which puts all others to shame and even makes the amazing *Nemesis* look silly. 'Nuff said!

That's not all either. The first ten winners out of the hat will also find that their game is accompanied by a big, baggy and beautiful *Salamander* T-Shirt! These are the in-thing to wear ('cos I wear one!) and they are extremely stylish.

All you've got to do to win a copy, and possibly a T-shirt, is to answer the questions below. They're really easy, so you've no reason not to enter, right?

The questions...

- 1) What is *Salamander's* unofficial predecessor?
- 2) How many mega-bytes does the arcade version of *Salamander* hold?
- 3) How many players can compete in *Salamander* in the arcades?

Salamander Competition,
Konami Software Club,
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Devon,
TQ12 2JL.

Closing date for entries is 15th January. Please include your name, address, membership number, machine preference and T-shirt size.